

## Experience

### **Project Manager** – SAVE LGBTQ

Feb. 2022 – Present

- Project chronicling the history of Florida's oldest LGBTQ organization.
- Providing effective task management and communication to keep our team on track, while contributing to website UX design and writing.
- Chairing interviews with community leaders, synthesizing research for superiors, and recommending next steps to preserve historic moments.

### **Data & Canvass Director** – SAVE LGBTQ

Sep. 2022 – Nov. 2022

- Hiring and leading a team of canvassers in support of LGBTQ issues in South Florida, including training, management, and delegation of work.
- Reorganized database to improve relations with current members, and streamline data analysis to effectively target new supporters.

### **UX Consultant & Writer** – Deep Designs

Sep. 2021 – Feb. 2022

- Developed the minimum viable product (MVP) for VIBES, a web app to improve middle school students' social and emotional aptitude and well-being, as well as providing resources for their educators.
- Created a design system from the ground up to ensure consistent, engaging, and ongoing interactive content to connect with students.
- Developed prototypes in Qualtrics and InVision for usability testing.
- Provided experienced feedback for clients, changing "messy" ideas into life-changing technological innovation for an underserved demographic.

### **Field Organizer** – Florida Democratic Party

Sep. 2020 – Nov. 2020

- Planned and led official campaign events featuring LGBTQ elected officials.
- Used remote software to recruit, train, and manage teams of volunteers for calling and texting, following up on delegated work in a timely manner.
- Maximized local outreach via data analysis and outside collaboration.

### **Programming Teaching Assistant** – University of Florida

Jan. 2017 – Apr. 2017

- Generated class content and plans in collaboration with a professor for a class of 300. Directly taught and mentored a group of ~20 students.
- Held weekly courses, furthering students' talents in Java and Eclipse, and knowledge of the full software development pipeline.

### **UI/UX Design Intern** – Immersed Games

Jan. 2016 – Apr. 2016

- Contributed to design of Tyto Online, using Balsamiq for sign-off.
- Performed user research to further accessibility of software for young students, a group often unacknowledged in software development.
- Contributed to prototyping, A/B testing, and QA to ensure usability.

## Contact

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## Portfolio

[nicolafrachsenen.com](http://nicolafrachsenen.com)

References available upon request.

## Proficiencies

**Tools** – Figma, InVision, Balsamiq  
Trello, Qualtrics, Unity

**Code** – Java, C++, C#, HTML/CSS,  
JavaScript, MEAN, Git

**General** – Google/Microsoft Suites,  
Public Speaking,  
English/French Fluency

## Education

### **B.S. in Digital Arts & Sciences**

University of Florida 2013 – 2017

GPA 3.87/4.00

Full computer science curriculum with additional coursework in interaction, UX design and writing. Equivalent to Human-Computer Interaction at other institutions.

### **Google UX Design Certificate**

Coursera 2022  
[Certificate](#)

Deep dive into the full UX design and research process. Though much of the course was familiar, it was extremely effective for keeping one's skills sharp and up to date in the current design landscape.